



## **EAST DEKALB GIRLS FASTPITCH SOFTBALL LEAGUE Eight (8) and Under Rules**

### **1. CLASSIFICATIONS**

Eight and Under Division: Consists of girls ages 8 years old and under. Age 8 and under but not reaching 9 prior to January 1<sup>st</sup> of the current year.

### **2. EQUIPMENT**

All equipment must be ASA approved

11 Inch yellow .47 cord ball

Bats: Official ASA approved bats

Bases: ASA approved safety bases, including a double bag at first base will be used. A game is subject to protest if the first base on the playing field is not equipped with an ASA approved double safety base. Safety bases are recommended but not required for the remaining bases.

Helmets: All batting helmets shall be equipped with a securely fastened chin strap and NOCSAE approved face mask guard.

### **3. UNIFORMS**

All jerseys shall be in the same color with numbers of the same color on the back

Uniforms per ASA guidelines

### **4. NUMBER OF PLAYERS**

A team consists of 10 players. Game can be played with nine players. If a team is played with eight players the ninth spot is an automatic out.

### **5. POSITION OF PLAYERS**

Six infield positions: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> base, shortstop, pitcher & catcher

Four outfield positions: Right field, Right center, Left center & Left field

The outfielders must be positioned a minimum of 10 feet from bases or on the grass if applicable

## 6. UMPIRES

Only ASA certified umpires must be used to call the game.  
One umpire shall be provided for all league games

## 7. FIELD DIMENSIONS

Bases 55 feet

Pitching mound 35 feet with an 8ft radius circle

*The field must be lined with halfway hash marks between 1<sup>st</sup> and 2<sup>nd</sup> and 2<sup>nd</sup> and 3<sup>rd</sup> and 3<sup>rd</sup> and home plate.*

## 8. STARTING OF GAME – TIME LIMITS

Only the visiting team will have a 15-minute grace period for the 6:30pm game on Monday through Friday. There is no grace period for weekends and 8:15pm games. The plate umpire shall determine the official starting time.

Game duration: One (1) hour 15 minutes (Open inning may be called after one (1) hour).

## 9. NO JEWELRY OR HAIR ORNAMENTS (I.E. BOBBY PINS, BARRETTES, HAIR CLIPS, HAIR-BEADS OR OTHER METAL/PLASTIC HAIR ORNAMENT) IS ALLOWED.

**MANAGERS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR COACHES, PLAYERS AND SPECTATORS AT ALL TIMES. IF CONFLICT ARISES MANAGER/COACH MUST REPORT TO THEIR LEAGUE REPRESENTATIVE. A RESOLUTION MEETING WILL BE HELD WITH OFFICERS OF THE EAST DEKALB GIRLS FASTPITCH ASSOCIATION AT A LATER DATE. “THIS GAME IS FOR THE CHILDREN, LET THEM ENJOY IT.”**

## 10. PLAYING RULES

- A. Batters will be pitched to by a manager/coach serving as the “pitcher” of the game. An arc must be drawn ten (10) feet from the back of home plate during field preparation. If a batted ball does not cross the arc, it is a dead ball and will be considered a foul ball.
- B. Batters will be limited to five (5) pitches and/or three (3) swings. If the fifth pitch and/or third swing result in a foul ball, the batter gets additional pitches as long as they continue to hit foul balls.
- C. The batting order shall consist of all the players on the team roster. All team members must play a minimum of *two consecutive innings on defense*.
- D. The manager/coach “pitcher” must have both feet inside the circle until the pitch leaves his hand.

- E. One manager/coach can be in the field when his team is on defense.
- F. Infield flies and dropped third strike rules will not be in effect.
- G. After the ball is pitched, the “pitcher” (manager/coach) may not give instructions to the batter and/or base runners unless the “pitcher” leaves the playing field.
- H. If in the umpire's judgment the “pitcher” (manager/coach) interferes with the batted ball or interfered with the play, the batter will be called out and each runners will return to their previously held base.
- I. A base runner will be called out if she leaves the base before the ball is hit.
- J. No bunting or stealing allowed.
- K. Defensive play that can stop runner advancement is as follows: The defensive team throws the ball to the base in front of the lead runner and the fielder at the base has control of the ball or the umpire waits to see if the lead runner is tagged out. Once the lead runner is tagged out, reaches the base safely or goes back to the previous base, play is called dead. Throwing the ball to the pitcher in the circle does not stop play. If the defensive team throws the ball to a base other than the base in front of the lead runner, play will not stop until all runners ahead of the defensive play stop their advancement. For example, with a runner on 2nd base, the ball is hit to left field. The left fielder throws the ball to 2nd base and stops the advancement of the batter. The runner who started at 2nd base, going to 3rd, does not have to stop running because the play was made at 2nd base. However, if the runner hesitates or stops momentarily at 3rd for any reason, the Umpire may call time and the runner cannot advance.
- L. Teams will be limited to four (4) runs per offensive inning for the first four- (4) innings. Innings five (5) and six (6) will be eight (8) runs limited innings (if time permits). At the end of one hour and fifteen minutes of playing time the umpire will declare the current inning to be the last inning.
- M. The umpire shall use his/her discretion to declare an OPEN inning earlier than the fifth inning, after 1 hour of play. At least one OPEN inning must be played in order for the game to be complete. If a team is ahead by ten (10) or more runs after five (5) innings (4 1/2 if the home team is ahead) the game shall be declared over.
- N. A player will be declared ineligible for the season if it is determined that the player is listed on more than one roster either within the association, or outside of the association. In addition, the team will forfeit all games in which the ineligible player participated.
- O. If scores for a game is not reported as proscribed at the current season's EDGFSA Rules Meeting, both teams will forfeit the game.
- P. At the beginning of each game, the coaches of both the visiting and home team must exchange EDGFSA affidavit/roster books. If a coach fails to produce the EDGFSA affidavit/roster book at the beginning of the game, the umpire must annotate in both

teams' scorebook that book was not present for the offending team. Both teams shall return EDGFSA affidavit/roster book at the end of the game.

- Q. If a team fails to produce the EDGFSA affidavit/roster book at the beginning of the game, that game will result in an administrative forfeit by the league.
- R. If a game needs to be rescheduled and a park or team is being uncooperative about rescheduling the game, the park that is attempting to reschedule the game must notify the President of EDGFSA within 72 hours in order to resolve the rescheduling conflict. If the President of EDGFSA cannot resolve the rescheduling problem, the uncooperative team/park will forfeit the game and the opposing team will be awarded a win by forfeit.
- S. If a game is still tied at the end of a regulation game, it shall be recorded as a tie.